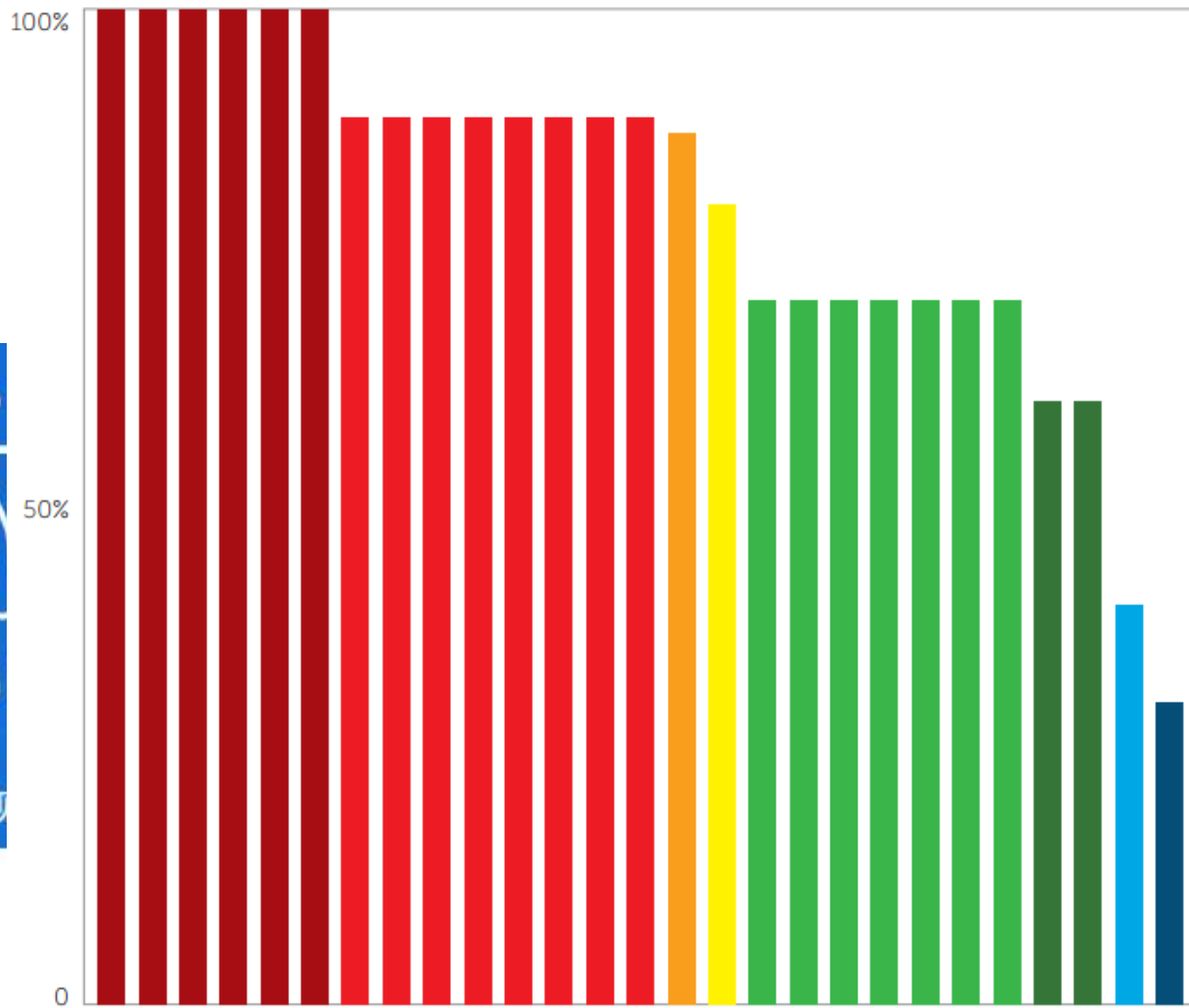


The Terminator to Android Hardening Services

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Department of Computing
The Hong Kong Polytechnic University



1 打包党发现



Widgets	100%
Media & Video	100%
Lifestyle	100%
Finance	100%
Travel & Local	100%
Tools	100%
Shopping	90%
Business	90%
Music & Audio	90%
Photography	90%
Weather	90%
Transportation	90%
Productivity	90%
News & Magazines	90%
Health & Fitness	89%
Personalization	80%
Entertainment	70%
Games	70%
Books & Reference	70%
Comics	70%
Communication	70%
Live Wallpaper	70%
Social	70%
Sports	60%
Education	60%
Medical	40%
Libraries & Demo	30%



打包党获取非法收入

Source: i jiami

Source: Trend Micro

Percentage of top 10 apps in each category which have repacked version:

- 100% of the apps of Widgets, Media & Video, etc.
- 90% of the apps of Business, Music & Audio, etc.
- ...

RSACONFERENCE

FEBRUARY 24 - 28 | MOSCOW

Beginner
Android /

SESSION ID: STU-W02B



Android 及 ARM 原生語言 [第二版]

逆向工程破解 Android APP 安全

別讓你的程式碼成為別人的砲灰 豐生強 著

本書範例，
可至佳魁資訊官網下載



ad
nce
es

Share.
Learn.
Secure.

Capitalizing on
Collective Intelligence



On
app
pre
just minutes to reverse engineer Android apps.



360加固保 未雨绸缪保安全

- 防篡改
- 防二次打包
- 防破解
- 防反编译
- 防伪造
- 反调试

—防止APP被恶意篡改
—防止APP被植入恶意代码、广告
—防止APP被反编译、二次打包
—时刻保护开发者和用户的利益

马上加固



一站式解决您应用的安全问题

特有的应用安全全面防护方案，可以从内到外完美解决应用安全加密，安全存储，安全加签，反调试，反篡改等难题



应用加固

反静态分析，反动态调试，反内存窃取，反恶意篡改...



梆梆 for Android 保护你的App

- 防止App被篡改
- 防止App反编译
- 防止App被动态注入
- 防止App数据被窃取



1 有人要破解我 好害怕

2 爱加密移动应用安全保护平台

3 再也不担心安全问题啦



抗盗版神器 腾讯云应用加固

渠道监控 · 加固保护 · 漏洞检测

立即体验

Outline

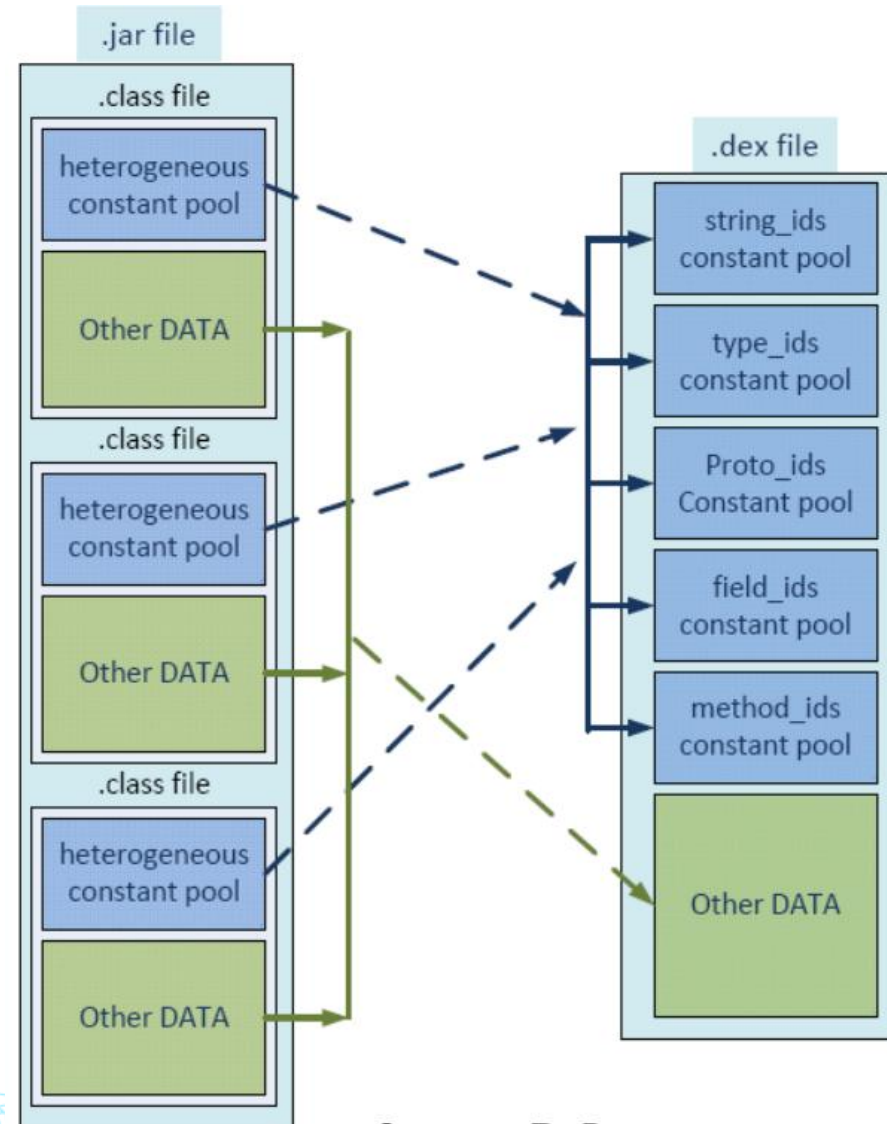
- ◆ Background
- ◆ DexHunter
- ◆ Analysis of major products
- ◆ Related work

Outline

- ◆ Background
- ◆ DexHunter
- ◆ Analysis of major products
- ◆ Related work

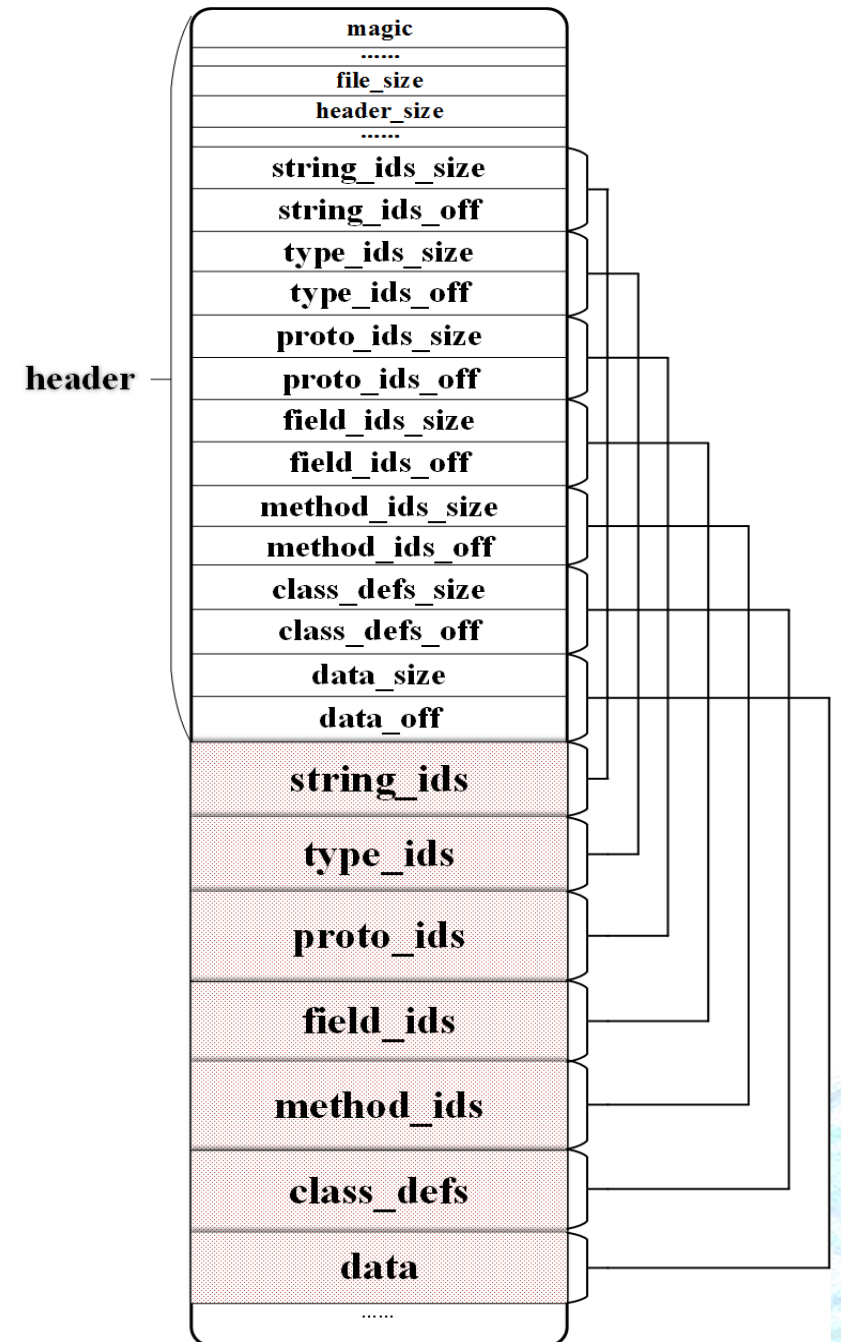
Dex File

- ◆ Java source code -> Java class
- > dex
 - ◆ Java class: each file contains one class
 - ◆ dex: one file contains all classes
- ◆ Reorganize constant pools in each class file into shared and type-specific constant pools



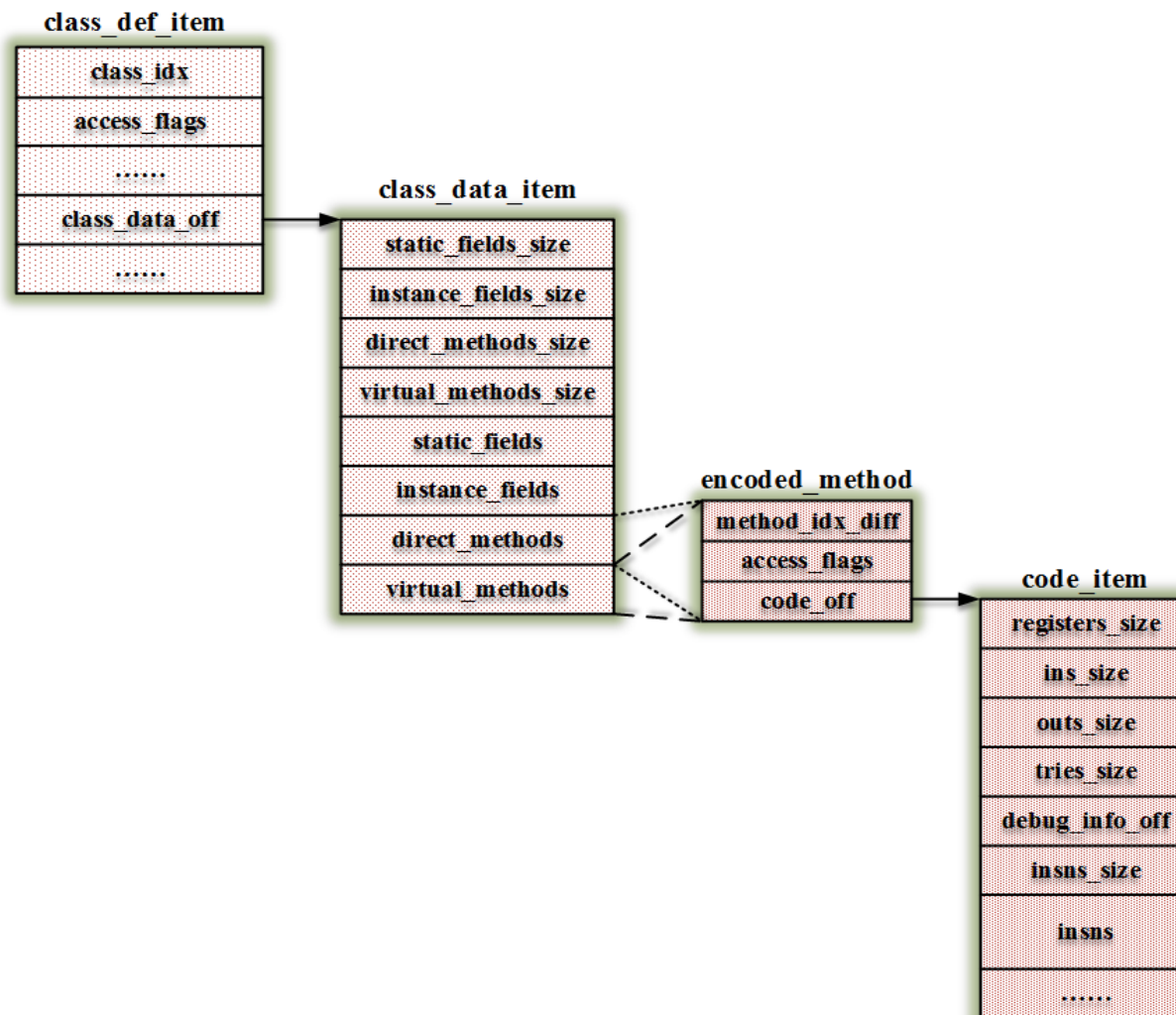
Dex File

- ◆ The executable of an App.
- ◆ The header contains the length and the offset for each section.
- ◆ *class_defs* section contains *class_def_items*, each of which describes a class.



class_def_item

- ◆ A *class_def_item* points to a *class_data_item*.
- ◆ A *class_data_item* contains the data of a class.
- ◆ Each method is described by an *encoded_method*.
- ◆ An *encoded_method* points to a *code_item*.
- ◆ A *code_item* contains the instructions of a method.



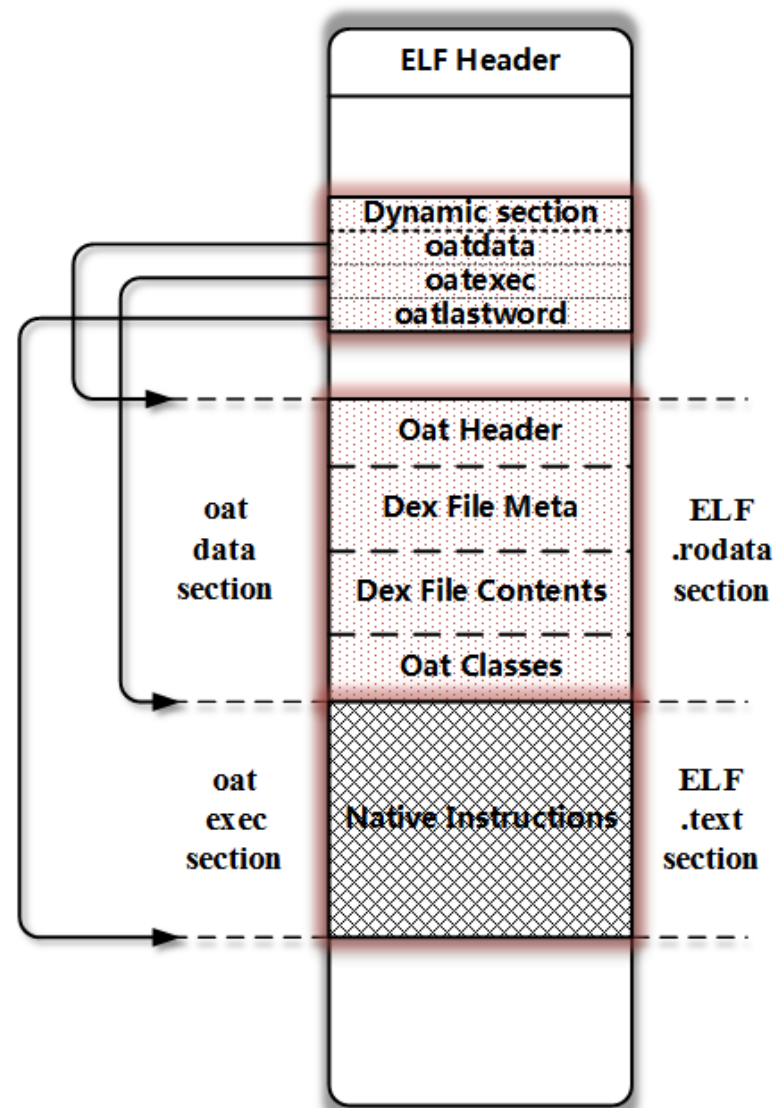
OAT File

- ◆ It is generated while an app is installed or a jar file is loaded.
 - ◆ /frameworks/base/services/java/com/android/server/pm/PackageManagerService.java
 - ◆ Constructor method → *scanDirLI ()* → *scanPackageLI ()* → *performDexOptLI ()* → *mInstaller.dexopt ()*
- ◆ It is an ELF file.

```
system@priv-app@VoiceDialer.apk@classes.dex: ELF 32-bit LSB shared object, ARM, EABI5 version 1 (GNU/Linux), dynamically linked, stripped
```

OAT File

- ◆ Three symbols in dynamic section.
 - ◆ oatdata
 - ◆ oatexec
 - ◆ oatlastword
- ◆ The original dex file is contained in the *oatdata* section.
- ◆ The compiled native instructions are contained in the *oatexec* section.

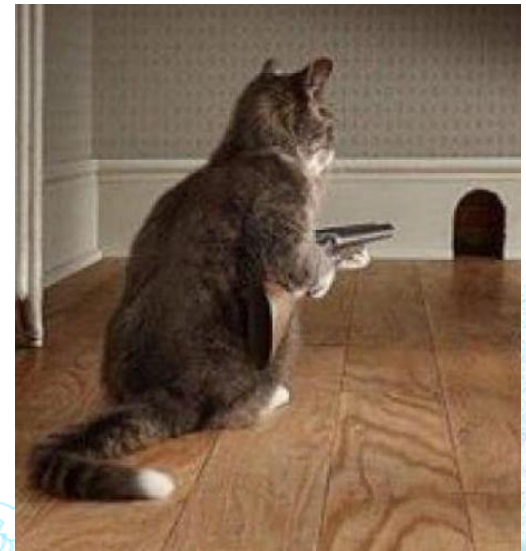


Outline

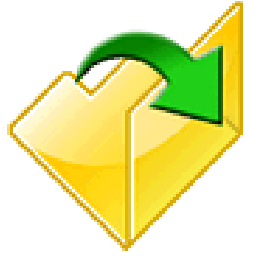
- ◆ Background
- ◆ **DexHunter**
 - ◆ Where to unpack the app?
 - ◆ When to unpack the app?
 - ◆ How to unpack the app?
- ◆ Analysis of major products
- ◆ Related work

where to dump dex file?

- ◆ Four occasions
 - ◆ Opening a Dex file;
 - ◆ Loading a class;
 - ◆ Initializing a class;
 - ◆ Invoking a method;



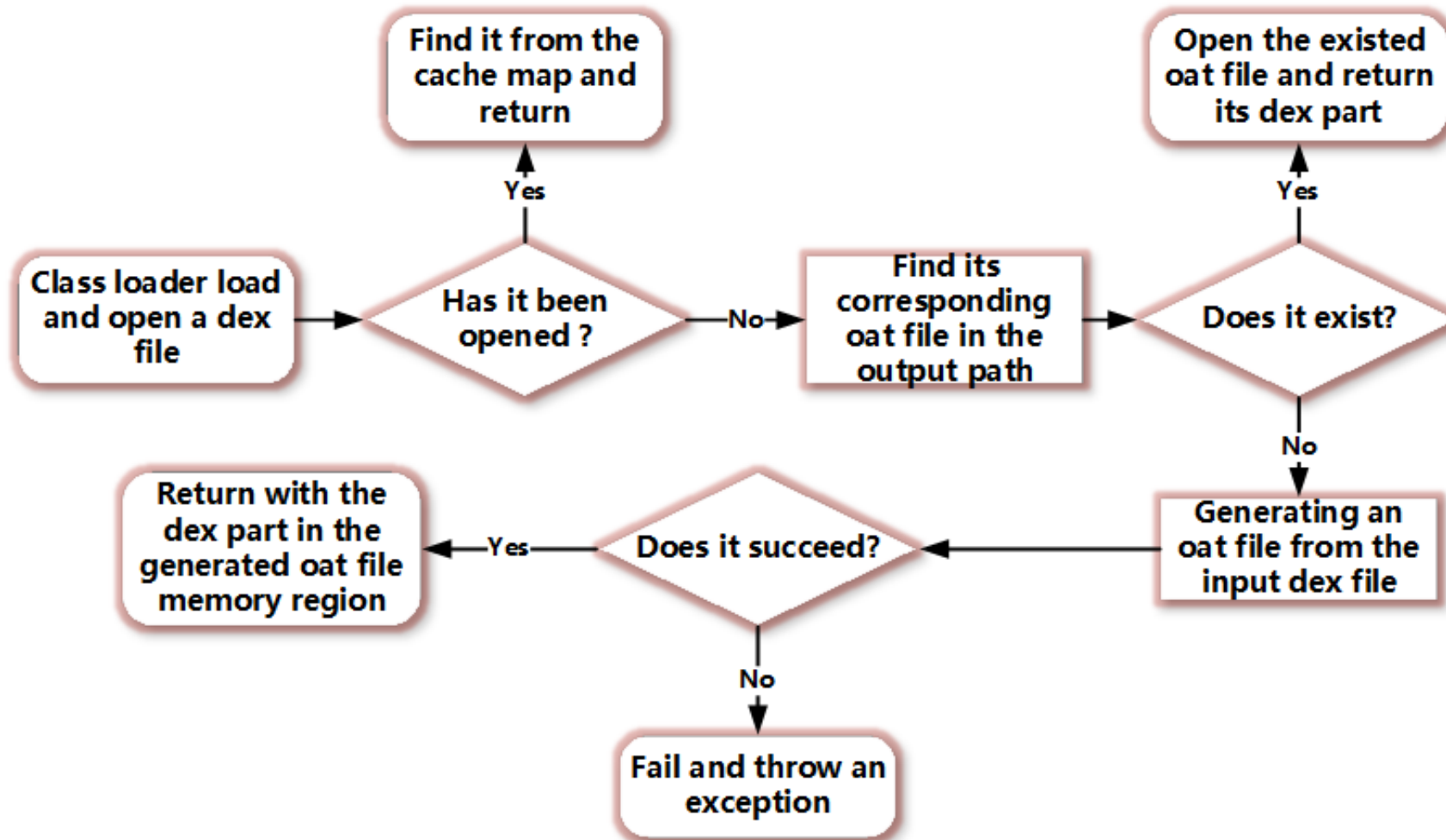
Opening a Dex File



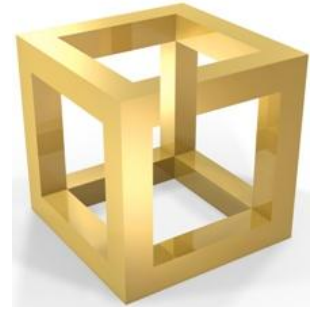
◆ Operations

- ◆ Open an APK file;
- ◆ Check whether it has been cached;
- ◆ If not, extract the dex file from the APK and generate the cached dex file;
- ◆ Open the cached dex file.

Procedure of Opening a Dex File in ART



Loading a Class



◆ Operations

- ◆ Form a class object from the data;
- ◆ Verify the legitimacy of access flags and the data;
- ◆ Populate all fields in the class object;
- ◆ Deal with its super classes and/or interfaces;
- ◆ Conduct some other checking.

Two ways of Loading a Classes

- ◆ Explicit approach

- ◆ *Class.forName()*, *ClassLoader.loadClass()*.

- ◆ Implicit approach

- ◆ E.g., *new* operation, accessing static members, etc.

Implementation in ART

- ◆ Explicit

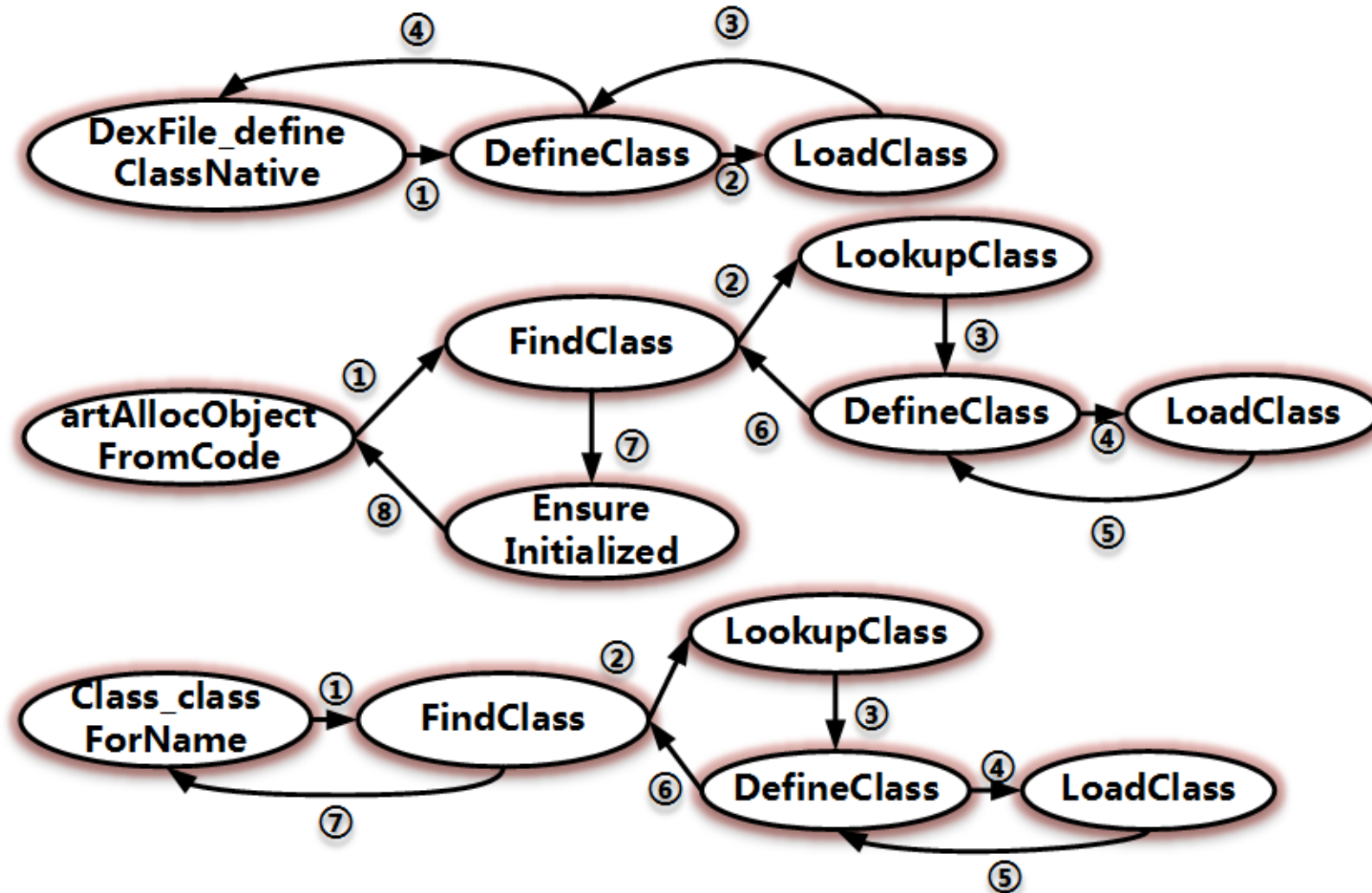
- ◆ *ClassLoader.loadClass* → *DexFile_defineClassNative*

- ◆ *Class.forName* → *Class_classForName*

- ◆ Implicit

- ◆ *new* operations and so on → *artAllocObjectFromCode*

Implementation in ART



Implementation in DVM

- ◆ Explicit

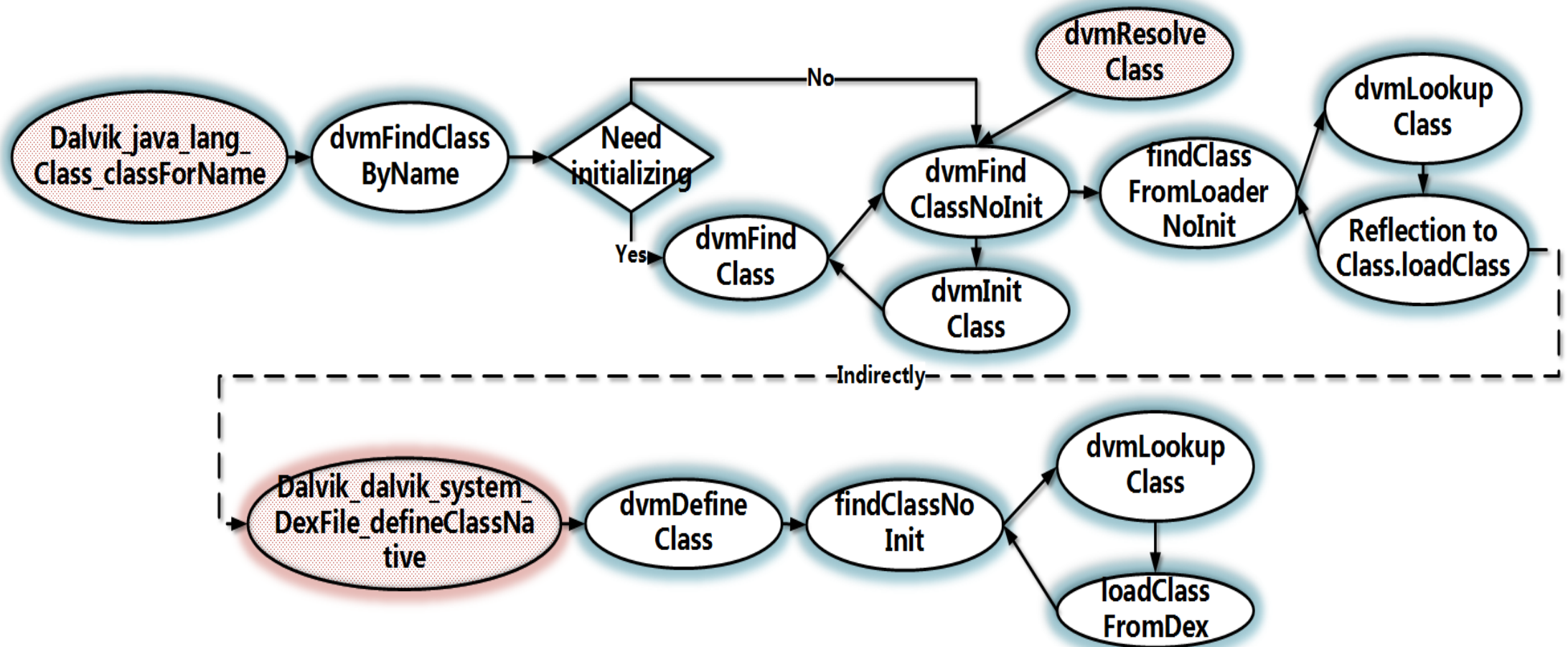
- ◆ *ClassLoader.loadClass* → *Dalvik_dalvik_system_DexFile*
defineClassNative

- ◆ *Class.forName* → *Dalvik_java_lang_Class_classForName*

- ◆ Implicit

- ◆ *new* operations and so on → *dvmResolveClass*

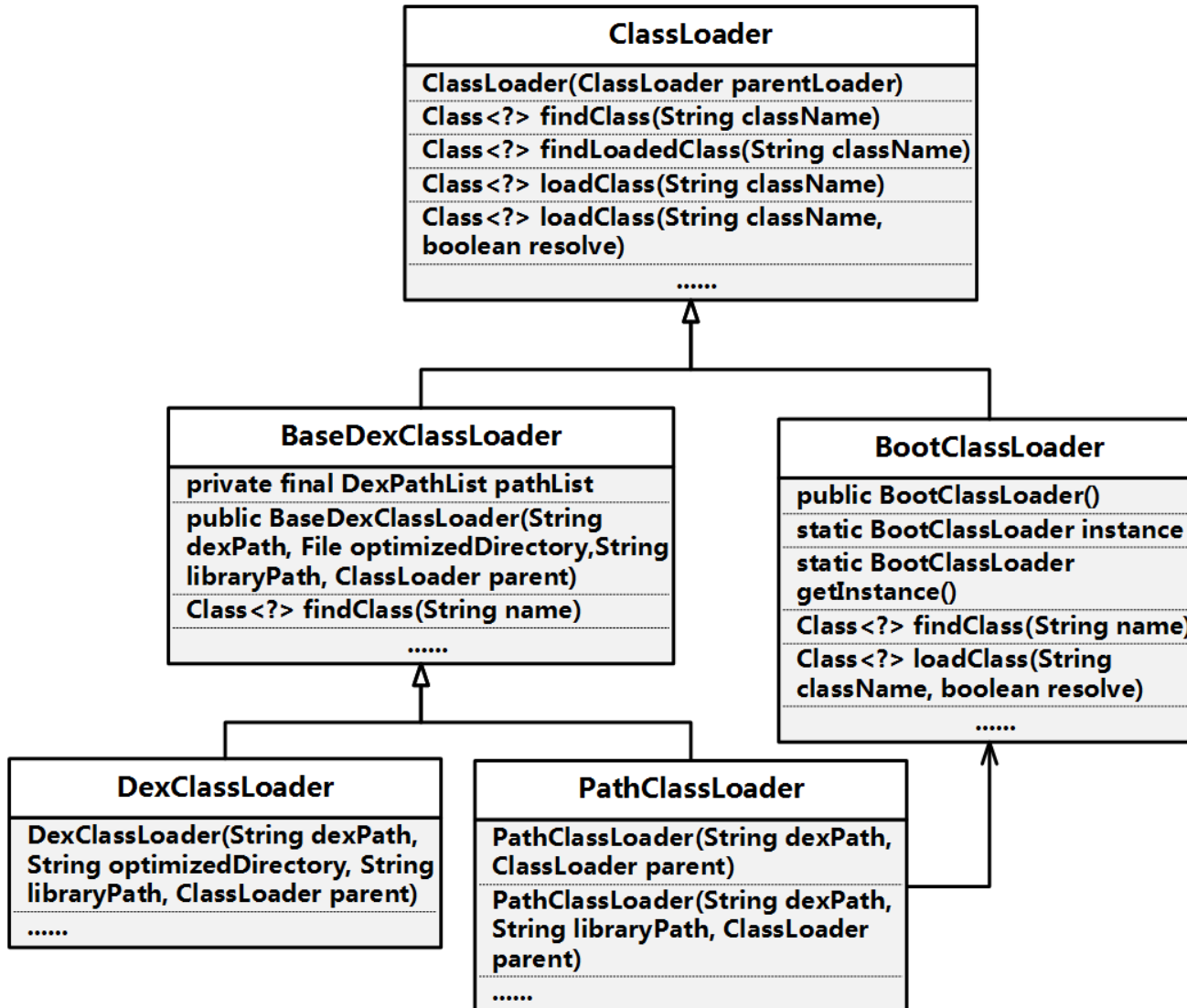
Implementation in DVM



Class Loaders at Java Level

- ◆ Three class loaders
 - ◆ ***BootClassLoader***
 - ◆ It is used for loading system classes.
 - ◆ ***DexClassLoader***
 - ◆ It is used for loading external files.
 - ◆ ***PathClassLoader***
 - ◆ It is used by the framework.

Inheritance Relationship



Parent Delegation Model

```
Class<?> loadClass(String className, boolean resolve {
    Class<?> clazz = findLoadedClass(className);
    if (clazz == null) {
        clazz = parent.loadClass(className, false);
    }
    if (clazz == null) {
        clazz = findClass(className);
    }
}
return clazz;
}
```

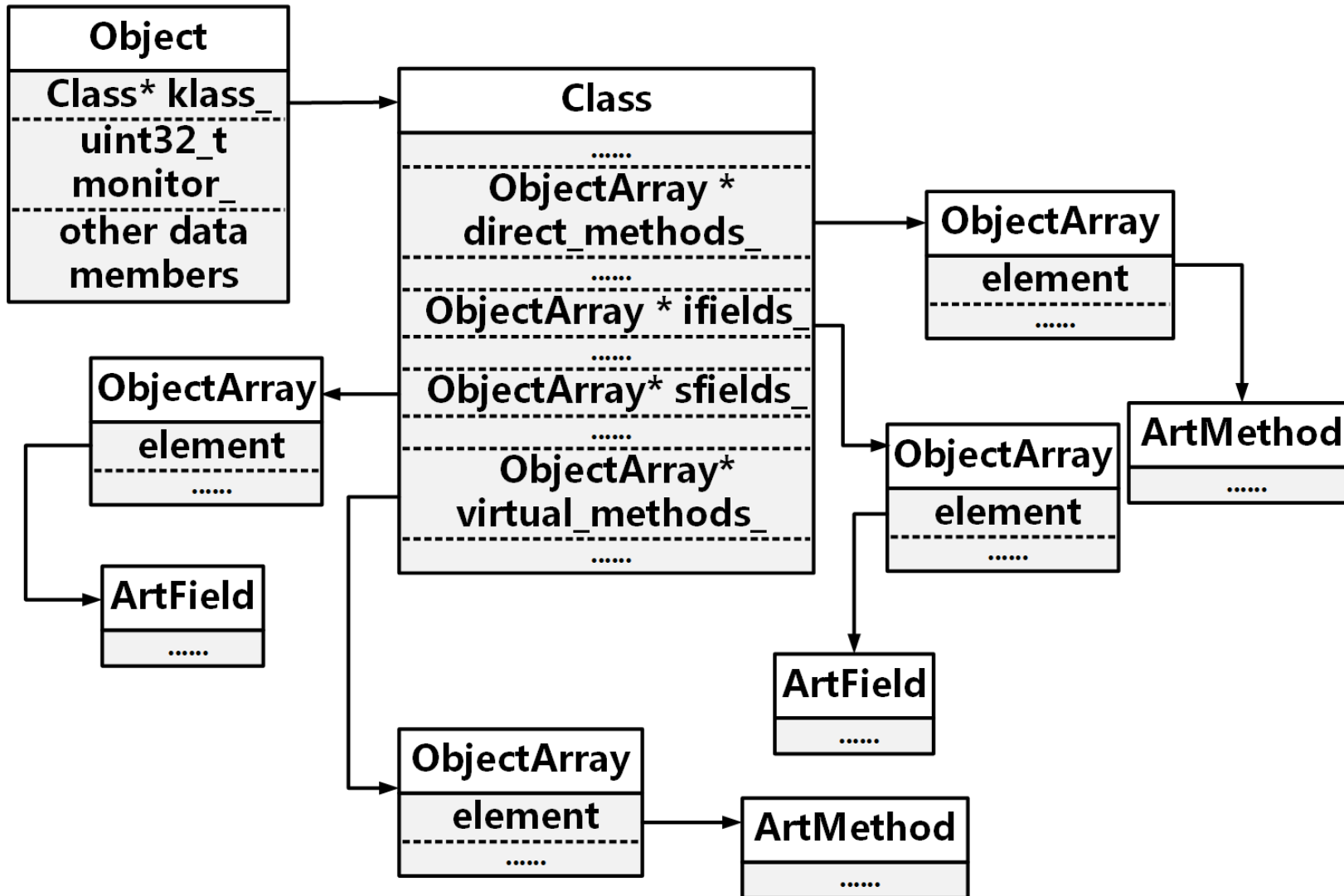

Parent Delegation Model

- ◆ Each subclass of `ClassLoader` implements its own ***findClass()***.
- ◆ Each subclass of `ClassLoader` inherits ***loadClass()*** except ***BootClassLoader***.

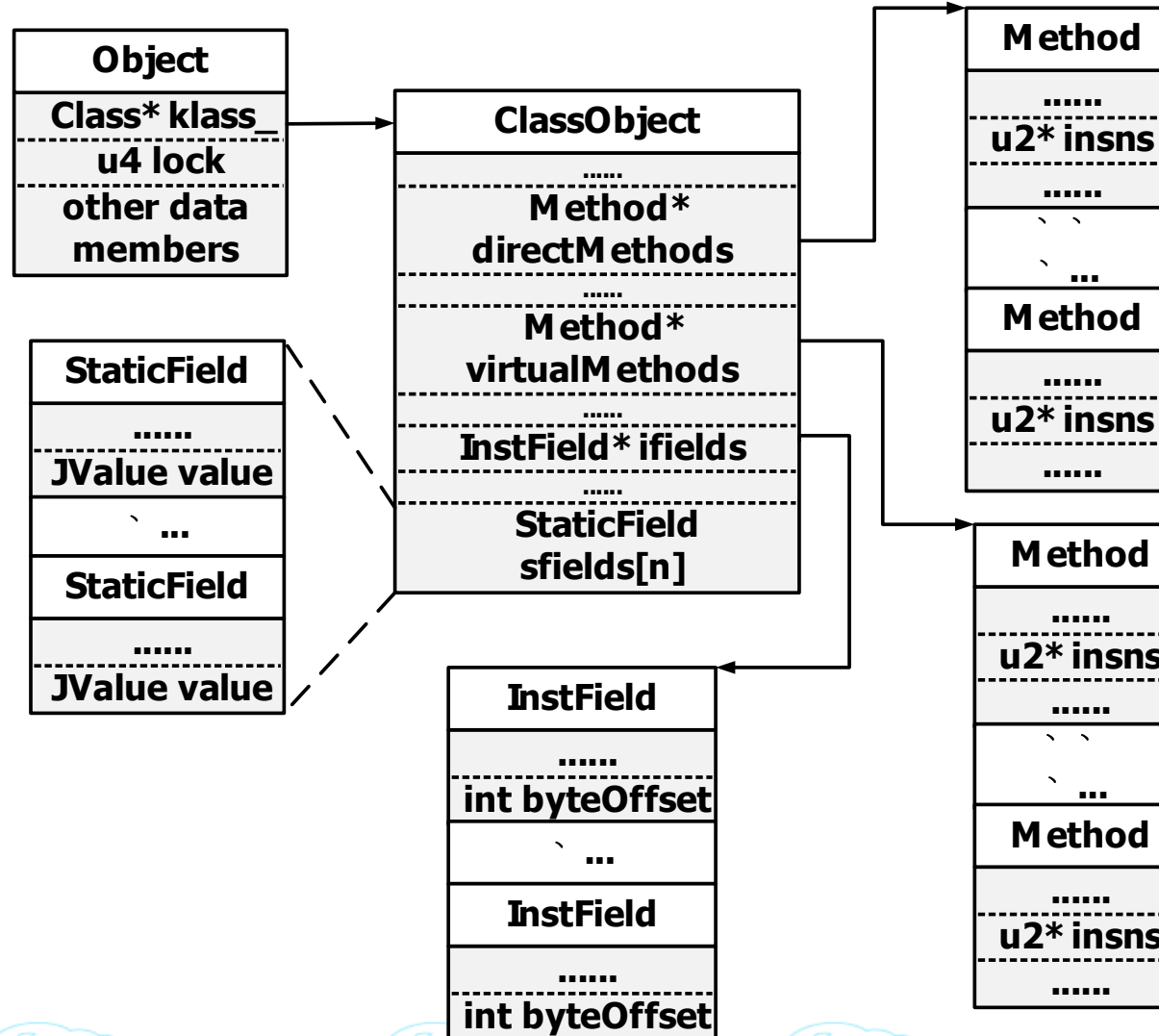
Differences between Java and Android

- ◆ *defineClass()* in *ClassLoader* (Android) is not implemented.
 - ◆ Throw **UnsupportedOperationException**
- ◆ *URLClassLoader* in Android also cannot load a class, because
 - ◆ *URLClassLoader.findClass()* →
URLHandler/URLJarHandler.findClass() →
createClass() →
ClassLoader.defineclass()

A Loaded Class Object in ART



A Loaded Class Object in DVM



When does Initializing Classes happen?

- ◆ Before the class object is used;
- ◆ Before the first static data member is accessed;
- ◆ Before the first static method is invoked;
- ◆ Before the first instance is generated;
- ◆ ...

Invoking a Method

- ◆ DVM or ART interpreting mode
 - ◆ Execute the instructions in the *code_item*.
- ◆ ART native mode
 - ◆ Execute the native instructions in *oatexec* section.

when to unpack the app?



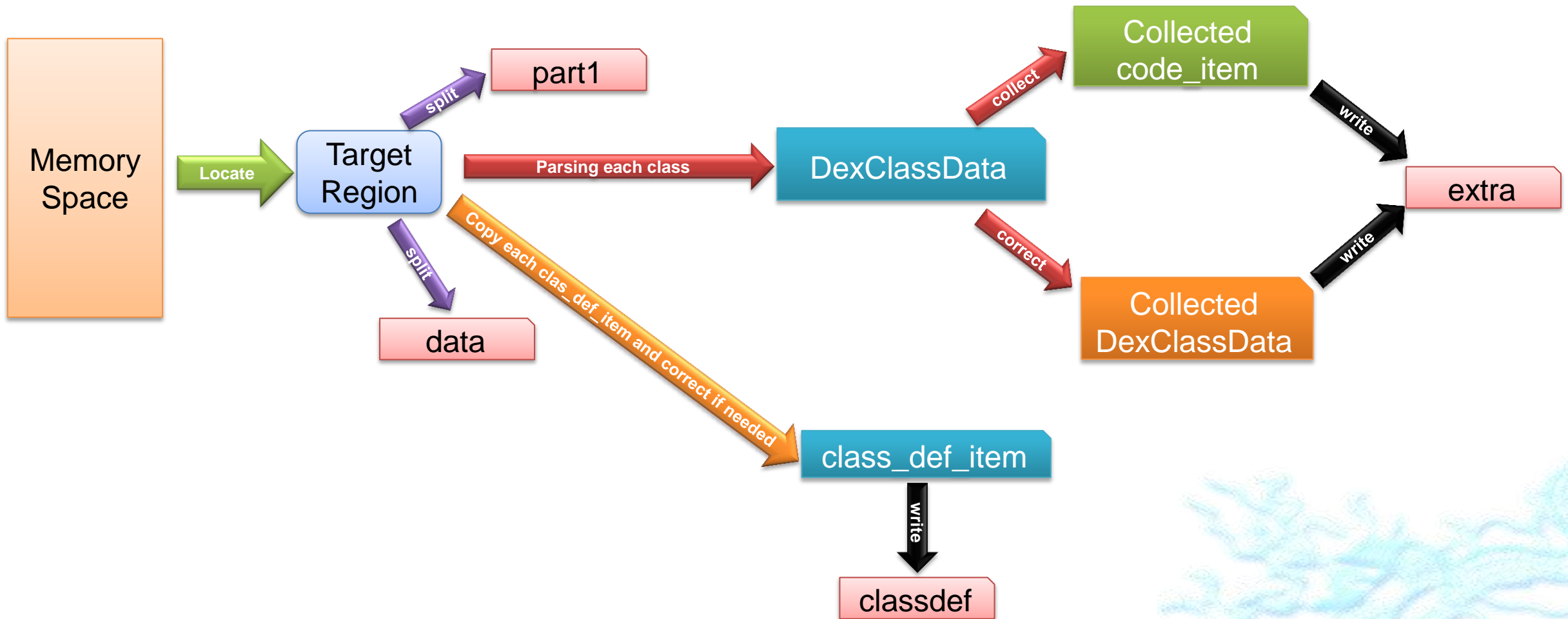
- ◆ When the first class of the app is being loaded.
- ◆ Why?
 - ◆ Before a class is loaded, the content of the class should be available in the memory;
 - ◆ When the class is initialized, some content in memory may be modified dynamically;
 - ◆ Just before a method is invoked, its *code_item* or instructions should be available.
- ◆ How?
 - ◆ Load and initialize all classes proactively.

How to unpack the apk?

- ◆ Integrate our tool into Android runtime including DVM and ART.
- ◆ Wait for the proper occasion.
- ◆ Locate the target memory region.
- ◆ Dump the selected memory.
- ◆ Correct and reconstruct the dex file.



DexHunter



Loading & Initializing Classes

- ◆ Traverse all *class_def_items* in the dex file.
- ◆ For each one, we load it with *FindClass* function (ART) or *dvmDefineClass* function (DVM).
- ◆ Then we initialize it with *EnsureInitialized* function (ART) or *dvmIsClassInitialized* & *dvmInitClass* functions (DVM).

Locating the Target Memory Region

- ◆ The target memory region contains the dex file.
- ◆ We use a special string to determine whether the current dex file is what we want.



The Special String in ART

- ◆ ART: the string “**location_**” in *DexFile* objects.
- ◆ The opened apk file’s path →
 - dex_file_location* in generated oat file’s header
 - *dex_file_location_* in *OatDexFile* objects
 - *location_* in *DexFile* objects by function *DexFile::Open*

The Special String in DVM

- ◆ DVM: the string “**fileName**” in *DexOrJar* objects.
- ◆ The opened apk file path →
fileName in *DexOrJar* objects by function
Dalvik_dalvik_system_DexFile_openDexFileNative.
- ◆ For *Dalvik_dalvik_system_DexFile_openDexFile_bytearray*,
fileName is always equal to “<memory>”.

Extracting the Dex File in Memory

- ◆ Divide the target memory region
 - ◆ Part 1: the content before the *class_defs* section
 - ◆ Part 2: the *class_defs* section
 - ◆ Part 3: the content after the *class_defs* section
- ◆ Dump part 1 into a file named **part1** and part 3 into a file named **data**.

Parsing the Content

- ◆ Parse *class_defs* section.
- ◆ Getting each *class_data_item* from *class_def_item*.
- ◆ Read the corresponding content into a *DexClassData* object.
- ◆ Notice: some fields in a *class_data_item* are encoded by LEB128 algorithm.

```
struct DexClassData { // For one class_def_item
    DexClassDataHeader header;
    DexField*    staticFields;
    DexField*    instanceFields;
    DexMethod*   directMethods;
    DexMethod*   virtualMethods;
};

struct DexField { //For one field
    uint32_t delta_fieldIdx;
    uint32_t accessFlags;
};

struct DexClassDataHeader { // For one header
    uint32_t staticFieldsSize;
    uint32_t instanceFieldsSize;
    uint32_t directMethodsSize;
    uint32_t virtualMethodsSize;
};

struct DexMethod { //For one method
    uint32_t delta_methodIdx;
    uint32_t accessFlags;
    uint32_t codeOff;
};
```

Correcting and Collecting

◆ Why?

- ◆ Packing services may modify the memory dynamically.
- ◆ The memory consists of the region containing the dex file and the method objects (i.e., *ArtMethod* in ART, *Method* in DVM) managed by runtime.
- ◆ The runtime executes instructions according to the managed method objects.

Correcting and Collecting

- ◆ We check each:
 - ◆ *class_data_off* in *class_def_item*.
 - ◆ *accessflag* and *codeoff* in *DexMethod* of parsed *class_data_item* (i.e., *DexClassData* object).

How?



- ◆ Determine whether the *class_data_off* in *class_def_item* exists in the scope of the dex file.
 - ◆ Copy all *class_def_items* and write them into a file named **classdef**.
 - ◆ Collect the outside *class_data_items* into a file named **extra**.
- ◆ Correct the fields in selected *DexClassData* object according to the managed method object.

Scenario I



- ◆ Compare the *accessFlags* in *DexMethod* with the access flag in the managed method object.
- ◆ Compare the *codeoff* in *DexMethod* with the *code_item_off* in the managed method object.
- ◆ If at least one is not equal, we modify the value in the *DexMethod* object according to the managed method object and write the relevant *DexClassData* into **extra** file.

Scenario II



- ◆ Check whether *code_item_off* exists in the scope of the dex file.
- ◆ If not, we collect the correct *code_item* and write it into **extra** file.

Reconstructing the Dex File

◆ We now have four files: **part1**, **classdef**, **data**, **extra**.

◆ We combine them as the sequence

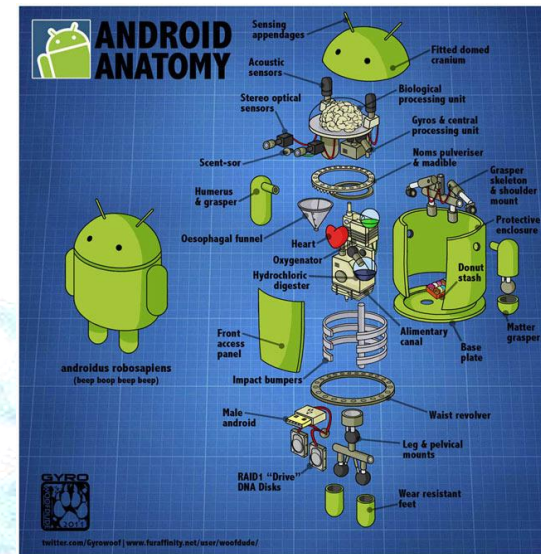
(1) **part1**

(2) **classdef**

(3) **data**

(4) **extra**

◆ Finally, we obtain a complete dex file.



Outline

- ◆ Background
- ◆ DexHunter
- ◆ Analysis of major products
- ◆ Related work

Products under Investigation

◆ 360 <http://jiagu.360.cn/>



◆ Ali <http://jaq.alibaba.com/>



◆ Baidu <http://apkprotect.baidu.com/>



◆ Bangcle <http://www.bangle.com/>



◆ Tencent <http://jiagu.qqcloud.com/>



◆ ijiامي <http://www.ijiami.cn/>



Experiment Setup



nexus⁴



String List

360	/data/data/XXX/.jiagu/classes.dex
Ali	/data/data/XXX/files/libmobisecy1.zip
Baidu	/data/data/XXX/.1/classes.jar
Bangcle	/data/data/XXX/.cache/classes.jar
Tencent	/data/app/XXX-1.apk (/data/app/XXX-2.apk)
ijiami	/data/data/XXX/cache/.

XXX stands for its package name.

Anti-debugging



- ◆ All products detect debugger
- ◆ Anti-ptrace
- ◆ Anti-JWDP
- ◆
- ◆ They **cannot** detect DexHunter.

360



- ◆ Version: 06-21-2015
- ◆ It encrypts the dex file and saves it in libjiagu.so/libjiagu_art.so.
- ◆ It releases the data into memory and decrypts it while running.

- ◆ Version: 21-06-2015
- ◆ It splits the original dex file into two parts
 - ◆ One is the main body saved in libmobisecy.so
 - ◆ The other one contains the *class_data_items* and the *code_items* of some *class_def_items*.
- ◆ It releases both two parts into memory as plain text and corrects some offset values in the main body while running.
- ◆ Some *annotation_offs* are set to incorrect values.

Baidu



- ◆ Version: 21-06-2015
- ◆ It moves some class_data_items to other places outside the dex file.
- ◆ It wipes the magic numbers, checksum and signature in the header after the dex file has been opened.

Baidu



- ◆ It fills in an empty method just before it is invoked and erases the content after the method is finished.
- ◆ We instrument method invocation to dump these methods which is available only just before invoking.
 - ◆ *DoInvoke* (ART)
 - ◆ *dvmMterp_invokeMethod* (DVM)

Bangcle

- ◆ Version: 21-06-2015
- ◆ It prepares the odex file or oat file in advance.
- ◆ It encrypts the file and stores it in an external jar file.
- ◆ It decrypts the data while running
- ◆ It hooks several functions in libc.so, such as
 - ◆ fwrite, mmap, ...

ijiami



- ◆ Version: 21-06-2015
- ◆ Similar to Bangcle
- ◆ The string changes every time the app runs.
- ◆ It releases the decrypted file, which is also encrypted as a jar file, with different file names each time while they are in the same directory.

Tencent

- ◆ Version: 25-05-2015
- ◆ It can protect the methods selected by users.
- ◆ If a method is selected, it cannot be found in the relevant *class_data_item*.
- ◆ It releases the real *class_data_item* and adjusts the offset.
 - ◆ The *code_item* of the selected method is still in the **data** section.
- ◆ Some *annotation_offs* and *debug_info_offs* are set to 0xFFFFFFFF.
- ◆ It can only runs in DVM.

Outline

- ◆ Background
- ◆ DexHunter
- ◆ Analysis of Major Products
- ◆ **Related work**

Related work

- ◆ A. Apvrille and R. Nigam, “Obfuscation in android malware, and how to fight back,” Virus Bulletin, July 2014.
- ◆ M. Grassi, “Reverse engineering, pentesting, and hardening of android apps.” DroidCon, 2014.
- ◆ T. Strazzere and J. Sawyer, “Android hacker protection level 0,” DefCon, 2014. (android-unpacker, <https://github.com/strazzere/android-unpacker>)
- ◆ ZjDroid, <http://blog.csdn.net/androidsecurity/article/details/38121585>
- ◆ Y. Park, “We can still crack you! general unpacking method for android packer (no root),” Blackhat Asia, 2015.
- ◆ Y. Shao et al., DexDumper in paper “Towards a Scalable Resource-driven Approach for Detecting Repackaged Android Applications” , Proc. ACSAC, 2014.

DEMO
DEMO



thank
you!

